MILATARI LIMITED EDITION

Volume X Issue 10 • November1991 • The Newsletter of choice for Milwaukee Area Atari Enthusiasts since 1981

See you at the

Chicago Computerfest

by ATARI®

Atari Corp. and Lake County Area Computer Enthusiasts welcome the following exhibitors to the Chicago ComputerFest by Atari, November 23-24 1991, Ramada Hotel O'Hare Convention Center, 10:00AM to 5:00PM both days:

Clear Thinking
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ISD Marketing
Timeworks, Inc.
Roland Corporation U.S.
Gribnif Software
Vortex Computersysteme GmbH
Atari Interface Magazine
Wico, Inc.
Atari Canada
Atari Games (Game area support)

Vendor list as of 11/1/91, with more being announced daily!

This Month:

NO GENERAL MEETING IN NOVEMBER

Chicago Computerfest by Atari
November 23 & 24

Executive Board Meeting:
Sunday, December 8, 6:00 p.m.
Shakey's
9638 W. National Ave.

Next Month:
Christmas Party
Saturday, December 21, Noon

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MilAtari Ltd.
P.O. Box 14038
West Allis, WI 53214

Membership

Membership in MilAtari Ltd. is open to all individuals and families interested in computing. Annual dues are $20.00 for individuals or $25.00 per family. Membership includes a one year subscription to the MilAtari Limited Edition, access to the Publication Library, and allows purchases from all Public Domain Libraries as well as the Resale Shop.

Meetings

MilAtari Meetings are normally held on the third Saturday of each month at Greenfield Park Lutheran Church, 1236 S. 115th St. The doors open at noon. There is an hour milling period for members to socialize while browsing through the Publication Library, and making their purchases from the PD Libraries and Resale shop. We also have a station set up to demonstrate the newest ST PD offerings, or to help members with specific software problems with hands on assistance. The Business meeting begins at 1:00 p.m. Afterwards there are demonstrations of commercial software or small instructional groups form.

Newsletter

The MilAtari Ltd. Edition is published by and for MilAtari Ltd.Opinions expressed herein are those of the individual authors and do not necessarily reflect the opinions of MilAtari Ltd., its officers or advertisers, none of which are affiliated in any way with Atari Corp., except where noted otherwise.

Submissions are encouraged, and can be sent via the Club BBS, or by making other arrangements with the Editor. All submissions should be in ASCII or WordWriter format please, with NO special formatting such as centered text, tabs, or bold, italics, etc. All submissions are due by the 25th of each month. For information on placing ads, contact the Editor at 628-4435.

Equipment used for the MilAtari Limited Edition consists of a Mega 4 ST, Unisys Laser printer, and Pagestream 2.

MilAtari Ltd. Bulletin Board

MilAtari Ltd. supports a public bulletin board system. Members and non-members alike are welcome to use the service. When applying for a password for first time use, please allow one week for validation. All requested information must be supplied or the SysOp reserves the right to deny access. Only real names are allowed. If you are having trouble getting on or around in our system, call one of the officers or volunteers listed above.

MilAtari Ltd. collects 5.5% state and county sales tax on all purchases, including membership dues, as is required by law.

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Notice:

The deadline for the December issue of the MilAtari Ltd. Edition is **November 20.**

The Editor

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Presidential Ruminations

"The secret of life is enjoying the passage of time"

JAMES TAYLOR

Last month's general meeting was a very special one for me. For those of you who missed it, we celebrated MilAtari's 10th anniversary in grande style. One of the highlights of the afternoon was an Atari museum. Among some of the items in it where: a Pong machine (that didn't work) and a 2600. Someone also brought some kind of a video enhancer that was made by Atari! Another highlight was that we invited board members from MilAtari's past to come and say hi. Some of the familiar faces that I noticed where: Gary Nolan, Bill Feest, Ron Friedel, Al Stieber, Chris Marceille, Roy Duvall, Joe Kasper and Steve Tupper. These people are to be thanked for coming and for all their past efforts.

Michelle had gone over all my old newsletters and made up a trivia contest. One of the questions was: "Where was the location of the very first official MilAtari meeting?" Give up? Well, the first meeting was held at a computer shop, long since closed, in Waukesha near Waukesha State Bank.

Special thanks should go to Gary Nolan for helping to reminisce and help us out in answering those tough trivia questions! For the record, Ron and Sandy Friedel won the trivia contest. We also had some giveaways and free soda and cake. As I said last month, here's to the next 10 years of MilAtari Limited!

Onward to the future! The Chicago Computerfest by Atari is coming up fast. It will be held at the Ramada Hotel O'Hare in Rosemont, Illinois on November 23rd and 24th. Show hours are from 10am to 5pm. Admission is $6.00 for adults and children under 6 are free with a paid adult admission. Up until show time, any member that would like to purchase tickets should call Dr. Armin Baier at 774-1673 for a special club price of $4.00 per ticket. A ticket is needed for each day's admission. There will be drawings for prizes from the admission tickets with the grand prize being an Atari TT!

MilAtari has been asked to run the Gaming Area in pretty much the same fashion that we run our area at GEN CON each year. We are planning on having 2 full Midi-Maze rings, 20 ST's for Open Gaming & competitions and 20 Lynx's for Open Gaming & competitions. The cost of renting any of these machines will be $2.00 per hour. Competitions will be run in 1 hour slots. Prizes for competitions will be announced at the show. Needless to say, any help from the members to run our area would be greatly appreciated. Any member that helps out in the Gaming Area a minimum of 2 hours will receive a free complimentary T-Shirt (different from the free T-Shirt that LCACE is offering). I am also working on a special drawing that would just involve the Gaming Area workers. Drawing Prizes will be announced at the show.

This will be the first computer show in the United States that Atari is sponsoring. Some of the other events that will be going on are: a main hall with various developers, vendors and dealers, a banquet on Saturday evening with many Atari Executives attending ($25.00 per person charge required), Desktop Publishing & general seminars and an area for user groups to sell their PD and used items (MilAtari's area for this will be in the Gaming Area). Also, Mac/IBM programs will be featured throughout the show. I would highly recommend that everyone should consider making the trek out to Chicago to have some fun and help out your User Group. There are rooms available through the hotel at discount prices. For more info please call me at 462-7557.

Because of the Computerfest and the fact that we couldn't rent the Church on the 16th, (Greenfield Park Lutheran Church has its own craft fair every year on the third Saturday of November), there will be no General Meeting in November. All PD software introduced in this newsletter will be available at the Computerfest.

I hope that everyone has a great and safe Thanksgiving. Hope to see you at the Chicago Computerfest by Atari on the 23rd and 24th!

Lee

Don Bahr
General Manager, Director of Purchasing

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Public Domain

Mac Attack!

Bob Garlock

The Atari ST computer has always been a strong platform for the creation of computer emulators. First there was the CPM emulator. I never could understand why anyone would want to step that far backward. Then there came the Atari 8-bit. It was amusing, but not really a practical way of expanding ones horizons. I remember when I bought the first PC emulator, PC Ditto. It was software based and the second version I received actually worked. It was a little slow to say the least.

When David Small came out with the Magic Sac Macintosh emulator I thought we may finally have something. However, it and Small were having their problems and most of the really interesting Mac software wouldn't run. Time passes and we now have hardware based PC emulators and the GCR.

I decided that it was time to try another emulator in order to add spice to my mundane existence. I looked at the PC emulators and asked myself if I really wanted to spend that much money for a system that couldn't run the better software. For less money I could by a PC clone with better graphics and speed and fewer compatibility problems.

This left the GCR Mac emulator from Gadgets. With the release of Spectre 3.0, David Small has really got a winner. Here is an emulator that costs just a fraction of the emulated system, and runs faster as well. You can even hear those awful sounds the Mac people think are great. There are a few compatibility problems and it does run the latest software.

Mac Emulator Notes

I feel that the GCR will never replace the ST software, but will actually expand its usefulness. As a service to our members and other interested parties, I will be supporting a Mac PD Library as well as articles on the GCR and/or Specter 128. I will be passing on tips and other interesting tidbits. The world of Mac can be very strange to an experienced ST user. While the workings of the Mac environment can be confusing at times, I find the software refreshing and different.

There are three Mac emulators available: the GCR, the Spectre 128 and the Magic Sac. Forget the Magic Sac, Small has dropped support for this product and it will not run the better software. The GCR represents the second generation of the Specter 128. The GCR is the way to go but the Spectre 128 will work just fine.

One big difference between the ST and the Mac is how floppies are written. The Mac speeds the drive up as the head moves closer to the hub. The Atari and IBM machines just use a constant speed. This means that an unmodified ST cannot read a Mac disk. Small overcame this with the Spectre 128. He uses a special format scheme called Spectre Format that the Emulator sees as a Mac format. The obvious disadvantage is that Mac disks can't be read indirectly. The GCR fixes this problem. It supports both Spectre and Mac formats with no problems. This is what makes the GCR a solid product.

The Mac library disks will be in Spectre format but will be put in Mac format if requested.

A Little Mac History

The GCR actually emulates a Mac Plus without color and will support as much RAM as your ST can supply. The Mac Plus has the 128K ROMs and runs at 8MHz clock. The ST can actually out perform the Mac Plus and run Mac software a little faster. What this means is there is no speed penalty. This is unheard of for an emulator.

The Mac Plus is considered an entry level Mac and comes with 1 Meg of RAM, 1 floppy and no hard drive for a list price of about $1,800. A GCR with the required 128K ROMs costs under $500. It's easy to see why this emulator is so popular.

The next step up from the Mac Plus is the Mac II series with 256K ROMS, 68020 processor and a 16 MHz clock. The top of the line is the Mac IIfx. It has the 512K ROMS, 68030 processor and 40 MHz clock. The Mac IIfx has a price tag of about $9,000.

The GCR

The GCR is a cartridge that plugs into the cartridge slot and has a port to connect any external drives. You must have the 128K MAC ROMs and a copy of the Mac System and

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Finder Software. These should be purchased from a reputable source. The Spectre software sets everything up to boot the Mac operating system.

The GCR supports hard drives, internal and external floppies (both single and double sided), printers of all types and it requires the Atari monochrome monitor that has a display larger than the Macs. I have a Supra 20 Meg hard drive that has one 10 Meg partition dedicated to the Mac side and it even boots off of the hard drive.

In future articles I will go into these things in more detail. I will be talking about the things I learned and the ones I found out about the hard way.

Library - Note: All programs have been checked out. Some are very large and complex and while I haven't checked out every feature in every program, I did experiment enough to feel they should run with no problems.

Spectre #1 Utilities

Epson FX: Since most of us do not own an Image Writer and have no care to, this driver is a must if you want to print to a FX compatible printer. Just remove your Image Writer driver from your system folder and replace with this driver.

Heap Tool: This tool allows you to change your System Heap. According to Small this is very important to avoid system crashes. Small knows crashes. Put this file in your system folder, re-boot, then go to the control panel and add a couple hundred k to the heap.

Ramdisk 2.11: For all those who must have a ramdisk.

HierDA .9984: A little program that adds some nice features to the DA Menu.

Disinfectant: Version 2.2 is the latest release of the anti-virus utility for the Mac. Viruses on the Mac are serious business. I can tell you from personal experience (future article maybe?). Since the Mac operating system is partially in RAM the virus can activate on boot up. This program can scan and repair your floppies and hard drive. You can also install it to protect your system on the fly. This is a must have program.

Z-Term 0.85: A real nice full featured telecommunication program. It is menu driven and includes X, Y and Z Modem protocols. There is an autodial feature, transfer buffer and transfer conversion capabilities (Useful in the Mac world I guess). It works well and I use it with my Supra 2400 with no problems.

Extractor 1.12: The Mac world uses a couple of different file compression schemes. Two of the most popular is ".CPT" and ".SIT" extensions. If you want to download from a BBS this program will uncompress these files.

Quill 2.04: This is a desk accessory that is a must. The Mac cannot read text files from the desktop. You must have a special program like this one. This program will read ASCII, MacWrite, MacWrite II, Word, Microsoft Write, Write Now and Nisus files. It will even display any pictures that were included. Any of these files can be written to disk as a text file. They can then be printed out with a program like Edit II. No, the Mac won't print text files directly.

Spectre #2 Utilities

SoundMaster: Version 1.6 This file installs code at startup that plays certain sounds, that you specify, when certain things happen. David Small likes this program. Don't assign sounds to key clicks. Big time problems if you do.

DocMaker: Version 3.2 The purpose of this program is to create stand alone, self running document files. The Mac doesn't have the capability of showing or printing text files from the desktop as the Atari does. They either have to be loaded into the application that created them or into a special reader program. It features scrollable and resizeable windows, graphics, varied text styles and fonts (Mac people are fond of their fonts). It

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includes full printing capabilities. You can create 30 separate, 32K Chapters within each document. There is also a mail merge feature. You can also add "About My Product" menu that is standard protocol for the Mac products.

Speedometer: This is a system information and performance testing program for the Macs. You can see how your setup stacks up to standard Macs. Docs are included.

Edit II 1.2: This is an enhanced text editor. It includes most of the desired features. You are able to use the arrow keys to navigate the document (Mac people think this is a big deal). It also includes one level of undo and is Multi Finder friendly. There is a search and replace feature. You can have (4) documents in separate windows open at one time for cutting and pasting.

Hangman 6.0: A filler game.There are 6 catagories that can generate random words or words may be manually entered. You also control the number of guesses allowed. Help is included.

Spectre # 3 Games

Space Bubbles: Version 0.93 A game that is a cross between Galaxian and Space Invaders. It's a little dated but the kids seem to like it.

Scarab Of Ra: Version 1.3 This is kind of a Dungeon Master game for one player. You have a first person perspective and use the mouse to click on the action windows. There is a news window, an inventory window and a status window. Top scores as well as games in progress can be saved. There is even a map generator and on line hints.

Covert Action: Version 1.1 A submarine warfare simulation along the line of "Red Storm Rising". There are numerous options available and is very detailed. Great game if you like war simulations.

Spectre # 4 Games

Brickles 4.0: A breakout type of game with many options. Old but playable.

Darts 1.5: A game of pub darts. Just bring your own ale. You can play 301, 501, 1001, Round The Clock, Cricket (in order) and Cricket (any order). It also supports double in and double out. The game can be played with one or two players. Good instructions are available with the "About" command.

Glypha 3.0: A joust clone that takes place inside an Egyptian Sphinx. You can begin at any level and choose your own number of lives. Go out and kill them evil birds and don't forget those eggs. By the way, your man doesn't float on the acid pool for very long.

1000 Miles: This is an interesting version of the French auto game called Mille Bourne. I couldn't find any docs so you may have to find someone who knows how to play.

Pararena 1.3: This game is kind of hard to describe. Its a good thing rules are available or I would have been totally lost. It's kind of like the movie "Rollerball" in space. All I can say is try not to fall off the edge.

Spectre # 5 Games

Webster's Revenge: This is a mind challenging word game where you must see how many words you can create from sixteen random letters. You have a time limit and the computer will make you feel bad when it shows how many words can actually be made.

Trek 1.2: Another version of the Star Trek game. It follows the standard game play of battling Klingon space ships. It does play well with some unique features.

BMX Racer: This is a bike racing game for the kids. You control your biker over a set course.

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It includes numerous tracks and a track editor.

Phoenix 1.2: This is a very interesting graphics adventure game. It uses digitized pictures from the movie"2001, A Space Odyssey". The game is mouse controlled, select "BUTTONS" from the Command Menu and play along. Not bad.

Enigma: This is a Rubick's cube type of game. Drives me nuts.

Missile: A good version of Atari's Missile Command. Enough said.

Spectre # 6 Utilities

Tracker 1.2f: Macs like INIT files. These are like files you would put in your Atari's "AUTO" folder. Sometimes INIT's don't like each other (no big surprise, huh!). This INIT loads first and monitors the loading of the rest of the INITS. It writes a text file with a complete report.

Flashit 2.2: A very nice screen capture utility. You can capture the whole screen or just a portion. You can save it as a "PICT" file or to the Mac clipboard. You can scale the image.

PACKIT III: A simple compression utility. It is dated now but you may find some people still use. Uses the "PIT" extension.

Stuffit Classic: The premier compression utility. This one does everything. It compresses/uncompresses ".SIT" and ".CPT" files. It can archive multiple files into one compressed file. It can take one very large file from your hard disk and archive it on multiple floppies. It can create self unstuffing files as well. It also uncompresses ".PIT" files.

Label Manager: A nice label generating program. It has good font control and supports mailing lists and envelopes.

Your Health

Mouse-itis?

Just because a computer mouse cannot bite doesn't mean it's harmless. Writing in The Lancet, four researchers from the Royal London Hospital report of a 33 year old man who noticed drooping of two fingers of his right hand, numbness in part of another finger and difficulty holding a pen.

Upon questioning, the doctors found their patient had been working on his doctoral thesis, using a personal computer. "He had been using a 'mouse' - a small electronic device that acts as an adjunct to the keyboard," the researchers report. Evidently, while using his mouse, the man rested his extended right hand on a table in such a way as to compress the ulnar nerve at the wrist. After the patient completed his thesis and ceased using his mouse so often, his hand weakness and sensory symptoms improved.

The physicians called their patient's complaint a form of personal computer palsy or "the mouse trap."

The Chicago Tribune
October 20, 1991

Where's Dennis?

You have probably noticed the absence of the usual ST PD Library Update article from Dennis this month. Just to squelch any possible rumors from starting, the answer is NO we haven't abandoned the ST market!

Dennis will have a Special Christmas Package for sale at the Chicago Computerfest by Atari.

See us there for all your PD needs!

Atari Interlink for Milwaukee
AIM
Member Bob DeVillers has announced that his BBS is back online!
300/1200/2400 Baud
hours of operation - 8 pm -6 am
dial 778-0573,,22
MilAtari Members Validated Immediately!

IBM PD

Oh my STars!

Tom Bardenwerper

MilAtari IBM Library Disk #003 Graphics

FRACTALS (Directory) Supports: Hercules, CGA, EGA, VGA

FRACTINT: FRACTINT.EXE Fractint 11 is an extremely fast and powerful fractal image generator. Fractals are sets of mathematical points that are displayed graphically. They are generated by relatively simple formulas that are repeated over and over again, a task which computers are especially well suited for. Fractint allows the user to create, manipulate, and display many different types of fractal images. Mandelbrot, Julia, Newton's Formula, Lamda and Plasma Clouds are just a few of the over two dozen types Fractint supports. Once you have created a fractal image you can save them as either .FRA or .GIF formats for later viewing. Among many features, Fractint has an extremely powerful magnification function that works with many of the fractal types. As you magnify an image the detail is increased dramatically. The author claims that magnification of over one million times is possible, though I can't personally verify this! Another nice feature of Fractint is the graphics support included. Fractint boasts over a dozen different video drivers from Hercules to Super VGA. Perhaps best of all though is Fractint's speed. Fractint is FAST with screen draws in as little as 10 seconds!

CSHOW (Directory) Supports: Hercules, CGA, EGA, VGA

CSHOW: CSHOW.EXE is a popular .GIF picture file viewer. GIF is the Graphic Interchange Format created by Compuserve to allow users of different formats of computers to view the same picture. GIF is now the most popular picture file format for IBM computers and literally thousands of these pictures can be found locally on computer bulletin boards. What makes CSHOW unique is the wide variety of graphics resolutions it supports:

* CGA 320 X 200 X 4
* MCGA 320 X 200 X 256
* VGA 640 X 480 X 16
* EGA 320 X 200 X 16
" 640 X 200 X 16
" 640 X 350 X 16
* MONOCHROME 640 X 480 with brightness levels A through O
* MONOCHROME VGA 640 X 480
* Generic VGA modes 320 X 400 X 256
" 360 X 480 X 256
" 640 X 400 X 256
" 720 X 480 X 256
" 640 X 480 X 256

MilAtari IBM Library Disk #004 Applications

SKYGLOBE (Directory) Supports: Hercules, CGA, EGA, VGA

SKYGLOBE: SKYGLOBE.COM Skyglobe 2.5 is perhaps the most powerful shareware program for amateur astronomers ever written for MS-DOS machines. Skyglobe is a planetarium program with data on 15,000 stars, the entire Messier collection and predefined location coordinates for 240 national and international cities including Milwaukee. Skyglobe will graphically display the sky from any of the 240 cities or any latitude/longitude position you define. Features include time and date, star brightness which allows you to view from 100 to 15,000 stars at once, zoom, object search, constellation lines, horizon line, ecliptic line, right ascension and declination lines, as well as a Milky Way outline. Planets are displayed with the stars and an excellent variable time progression scale makes viewing planet

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ST Supplemental Library

IBM PD
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STill More

Bill Janutka

DISK 054 UTILITY, BSTAT240
DATA ANALYZER (DS) 1MEG REQ'D

B/STAT is a very sophisticated graphing and statistical analysis program. The program itself is massive (630K). It accepts numerical data only which can be typed into its spreadsheet-like layout or loaded from data files created by LOTUS 123, Multiplan, VISICALC, or many other spreadsheets. The data manipulation capabilities are impressive. A very complete set of mathematical operations is available including both statistical and mathematical smoothing. The types of graphs that can be produced are X-Y, X-Y-Z, histogram, HI-LO (stock market), pie charts, 3D pie charts, bubble graphs, opposed bars, floating bars, 3D bars, 3D lines, polar, sun ray, and many more. Graphs can be saved in DEGAS, .IMG, and color .IMG format. Six very descriptive help files consuming nearly 60K of memory are accessible from the program. The help files are in a text format which can be printed out from the desktop.

movement throughout the seasons a fascinating experience. Skyglobe is powerful, flexible and easy to use. It uses drop down windows by pressing F1 & F2 where you can choose from any of the other commands. Skyglobe is a MUST HAVE for anyone interested even mildly in astronomy and the stars above.

SKYB2000 (Directory) Supports: Hercules, CGA, EGA, VGA

SKYBASE: SKYBASE.EXE Skybase is a unique astronomy program that will allow you to create star charts for naked eye and telescopic use. Telescopic charts can be created in an inverted or mirror image to match what you actually see through your telescope or viewfinder! Skybases large database includes the Yale Bright Star Catalog, Smithsonian Astrophysical Observatory Catalog, Messier Objects and a collection of the "best" NGC objects. Stars are plotted upto magnitude 7.0 and IBM & Epson compatible printers are supported. This program can be especially helpful star locating because you can define the display size and include dimensional cross hairs to simulate the actual view through your viewfinder or telescope equipped with a cross hair eyepiece.

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Desktop Publishing

Page Layout

Michelle Gross

Now that you've all gone out and picked up a desktop publishing program, after being inspired by last month's article, let's get in to some mechanics and "rules" of page layout.

Your first step in planning your project is determining the form your piece will take. Before starting up your program, ask yourself these questions:

Who is my audience?
What is my message?
Where will readers find my work?
ie, Newspaper, Magazine ad, Mailbox, Poster, etc.

Your answers to these questions will help to determine the size and shape of your project. For instance, a flyer announcing an upcoming sale would most likely be done on an 8 1/2 x 11 sheet in portrait format, whereas a brochure for your brother's northern resort would be most effective using the 8 1/2 x 11 in landscape mode, folded so that you would have 6 actual "pages" to your work.

As an example, let's say you are going to plan a newsletter for your favorite computer club. Let's assume you have already created a nameplate, or banner, which consists of the newsletter's title. The creation of your nameplate could easily be the topic of another article; one we'll save for future installments. Your next step is to choose an appropriate grid for all pages of your newsletter.

The grid is the foundation of your newsletter's design. It is the unprinted "boxes" or horizontal and vertical lines that set the guidelines for the assembly of your newsletter. It is important to use the same grid for all pages of your newsletter in order to maintain order and consistency on all pages.

Creating a grid differs by software, and is not to be confused by columns, which is our next topic. In Publisher the menu choice for creating your grid is under Options, as Set Column Guide. You can select the number of "rows" or column guides across the page, top, bottom, and side margins, as well as the space between each row. In Pagestream, the grid is not an invisible box type of display, but rather is set up per the user's needs as a set of unprinted points. The spacing of the points is set using the Set Grid command from the Layout menu. These points can then be magnetized with the Snap to Grid command so elements created, moved and resized (such as columns for text) will conform to your grid spacing.

A five column grid is one of the most flexible for both long and short newsletter articles. The five column format allows you much flexibility in page layout and text columns. For instance, while you probably would not ever want to have 5 columns of text across the page, you may want to have two columns of text double the grid width, and one column of a single grid for pull quotes or other visuals. Headlines can be set to the full width of your page, or can be two three, or even four grid widths. Other pages can vary on the five column grid by having text in frames of two and three columns, but always using the five column grid as the structure for building text and graphic columns. By comparison, using the 3 grid format allows for a headline to be 2/3 or a full width of your printed page. Ditto with visuals, such as pull quotes and illustrations. [A pull quote is a sentence, or partial sentence that is pulled from the body of your text and set aside or enlarged and placed on your page for emphasis or to break up the page.]

Once you've chosen your preferred grid layout, it is then time to create your text columns over the grid. These again are invisible "boxes," or frames set up to hold the text you will then import into the document. There are two ways to set columns in DTP programs, that is to draw a column with the appropriate tool from your program's toolbox, or to use the Create Columns command from your menu.

I find the latter choice to be the easiest, especially in terms of making sure the columns are uniform in size and position. If, for instance, you have two text columns side by side on your page, one is set 1.25 inches from the top and the other 1.29, you will find your text columns to be out of synch, or at odds with each other. You want the baseline of your text to flow across the page, not make uneven steps up and down from column to column. As long as you have the tools to do that, you should make use of them. This in itself will go a long way in projecting professionalism in your document.

After you have set up your columns, you are ready to import, then manipulate, your text file which you have previously typed up using your favorite word processor.

You must first select your frame, either by selecting it while in frame mode using Publisher, or by placing your cursor in it while in the text mode using Pagestream. Then under the File menu, select Import Text. The file selector box will appear, allowing you to select the document you wish to enter on your page. Selecting your file will enable the words to magically flow into your preselected frame on your page. Easy!

Now the fun begins. The next step is to set the different text attributes that turns the column of text into a readable, inviting, article to entice your audience. That is where we will have to pick up next month, as I'm out of room.■

8-Bit PD Update

Back Again with More 8-Bit Goodies

Michael Koepp

Well first I would like to say I am sorry for the lack of the 8-bit update last month. My time has been very restricted due to overtime and school. Anyone who would like to help add to the PD library could do so by simply uploading there 8-bit programs (in Arced form) to the MilAtari BBS, in the Atari Forum room. All files will be looked at by me and entered into the PD collection if not in there already.

Disk 269

BasicXL: This is not the language but lets you run programs that were written in BasicXL. BasicXL is a much faster language than Atari Basic. BasicXL is a product of Optimized Systems Software Inc.

Bterm utility: Bobterm Ram Utility - Configures Bobterm to load all default files from ramdisk. The docs can tell you more than me really.

Busybudx: This it a utility to run with term programs. Helps prevent those bbs timeouts. Docs are included.

FatBack: A nice hard drive directory backup. I know it has happened to me, I am trying a new program and before I know it this new program justmessed up my hard drive! Well after loading a sector editor I discovered that the files were still there but the directory was scrambled hence dos could not read the drive. Well if I had used Fatback which preforms backup of directories I would have nothing to worry about. Well needless to say I found out this lesson too late. So I strongly recommend this program to anyone with a hard drive.

Billboard: A BASIC page-designer that allows graphics and fonts to be placed in any manner you wish.

Disk 270

FontMaster: A print utility that has sideways Syncalc print plus many other features and includes many fonts to use.

Disk 271

VT52: A term program that allows VT52 or VT100 viewing.

Mandelbrot: Viewer with a few demo files. Excellent graphics.

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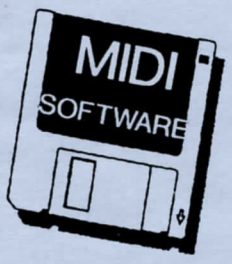

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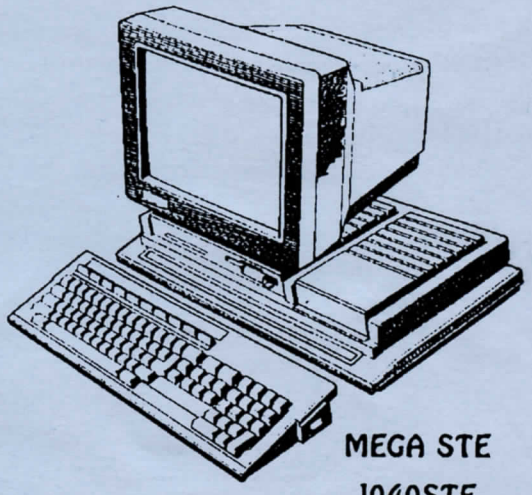

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